



MARVIN'S MAZE
CONVERSION KIT
INSTRUCTION
MANUAL

SNK ELECTRONICS CORP.

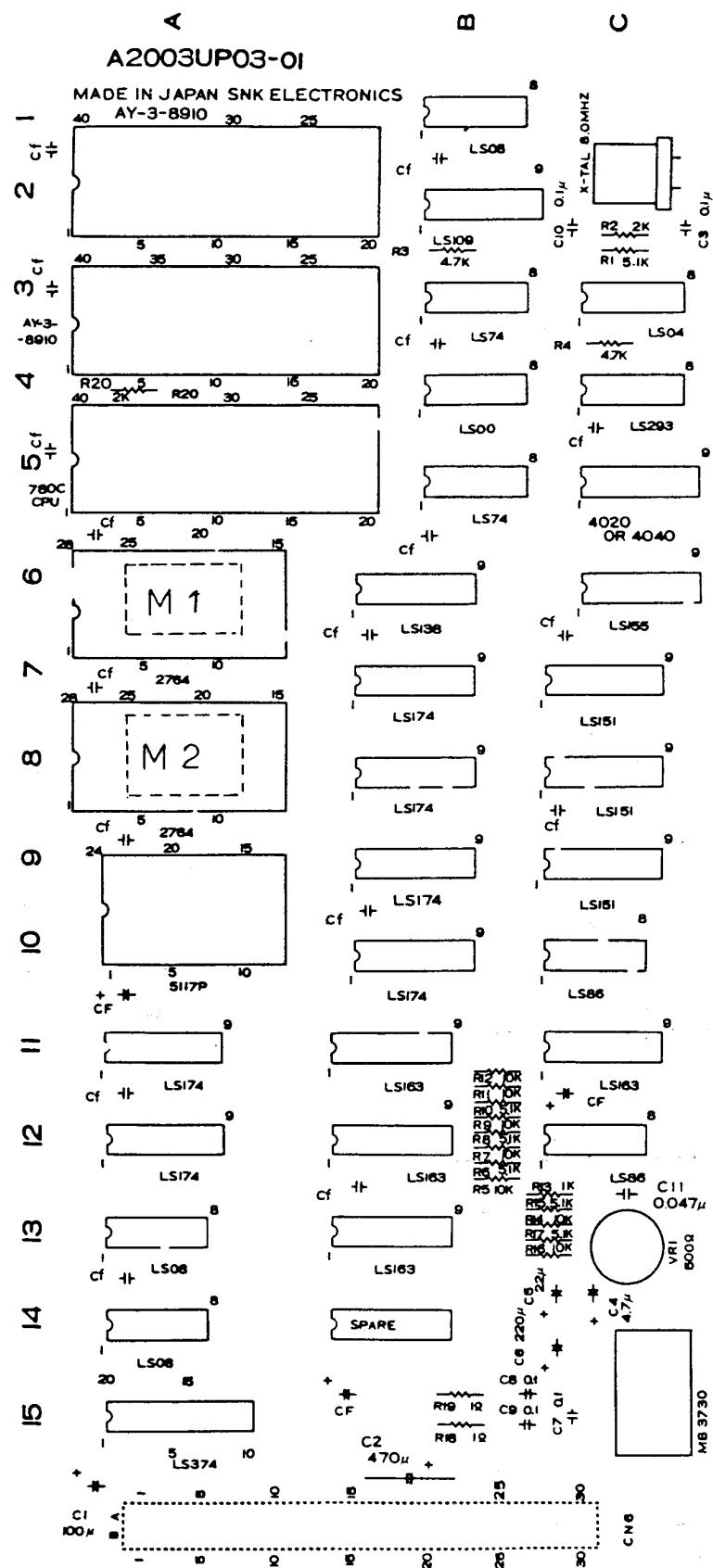
3043 KASHIWA STREET,

TORRANCE, CALIF. 90505

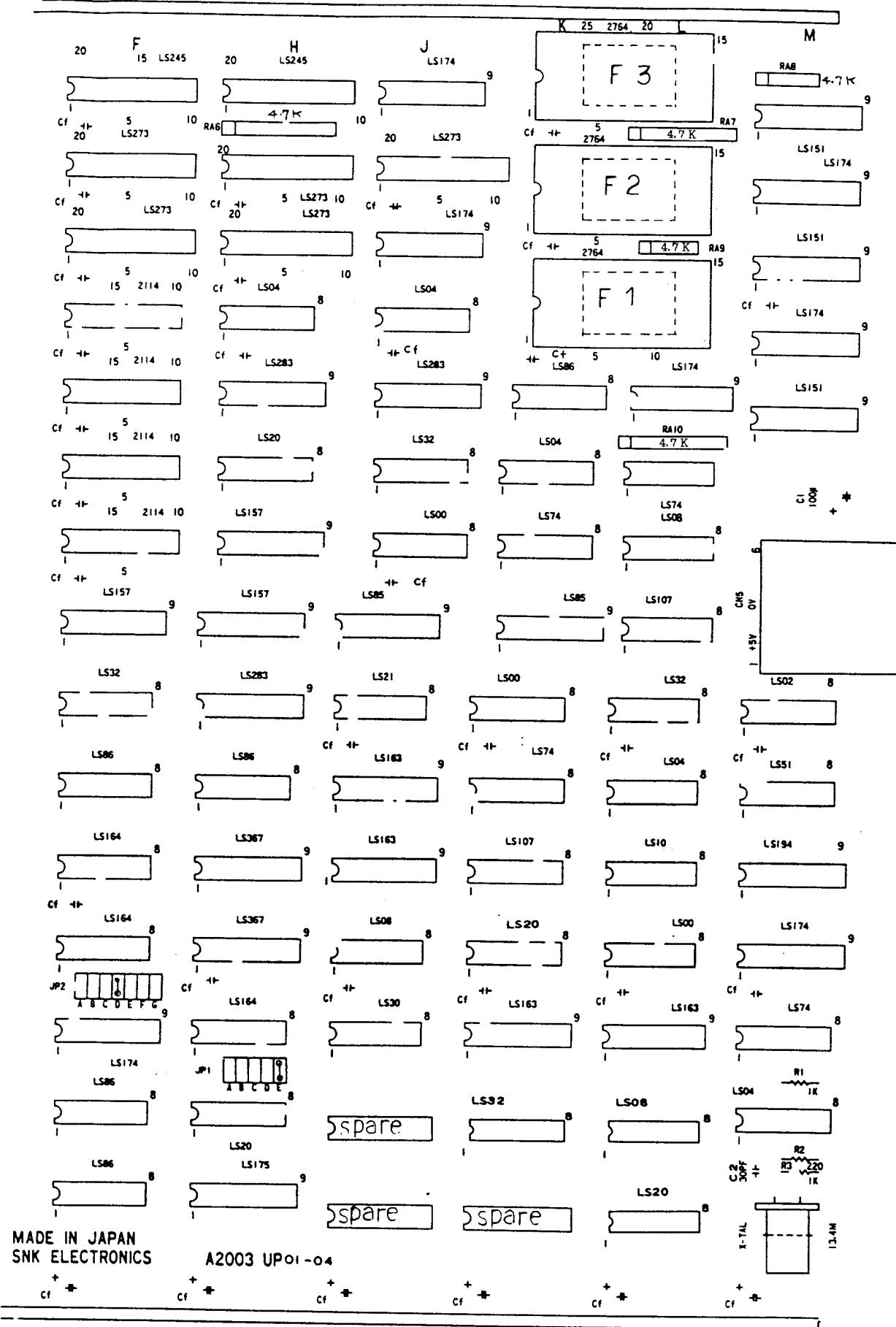
Phone: (213) 539-2744

TLX: 182426 SNK CORP.

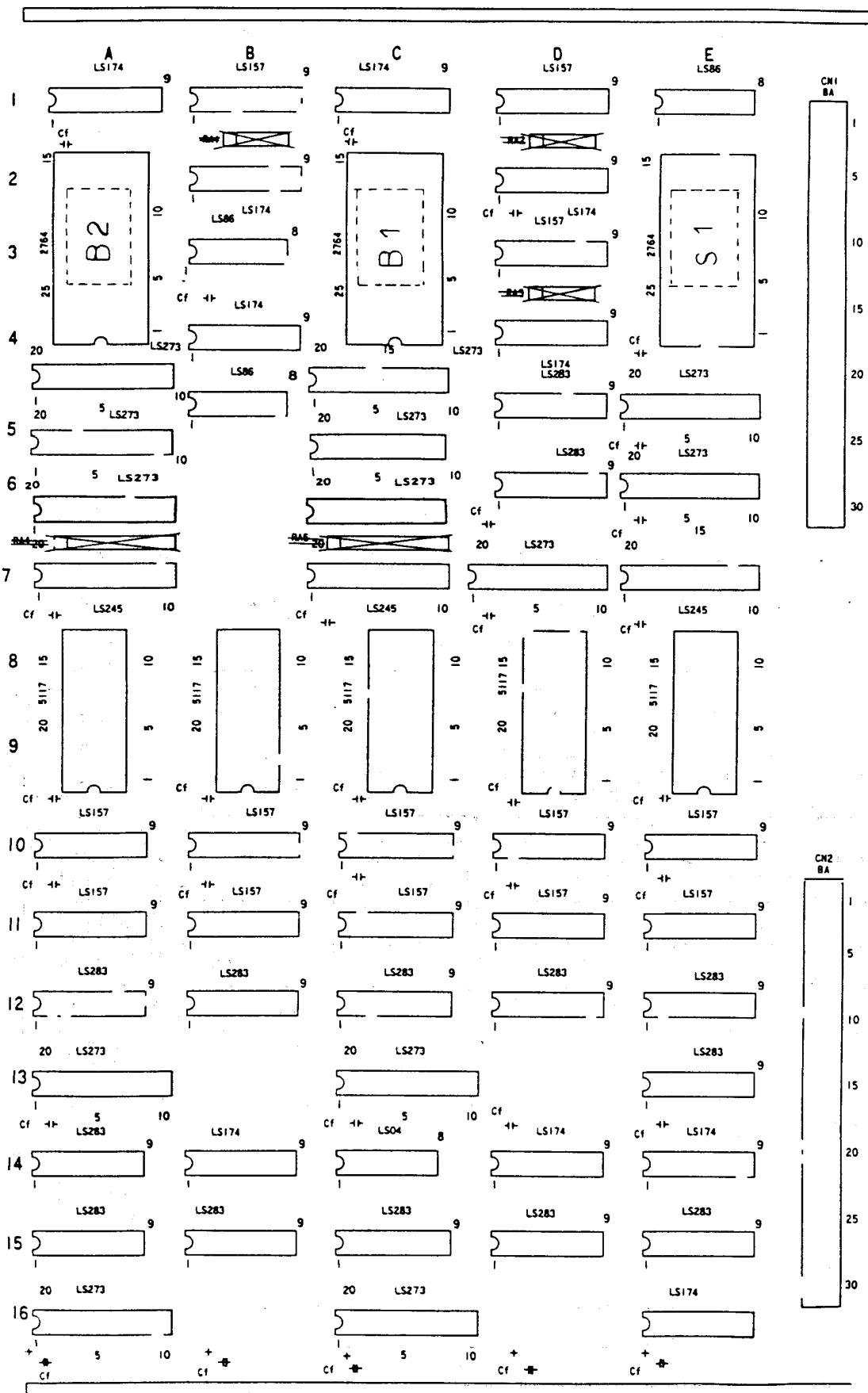
PARTS LAYOUT & NUMBER OF ROM



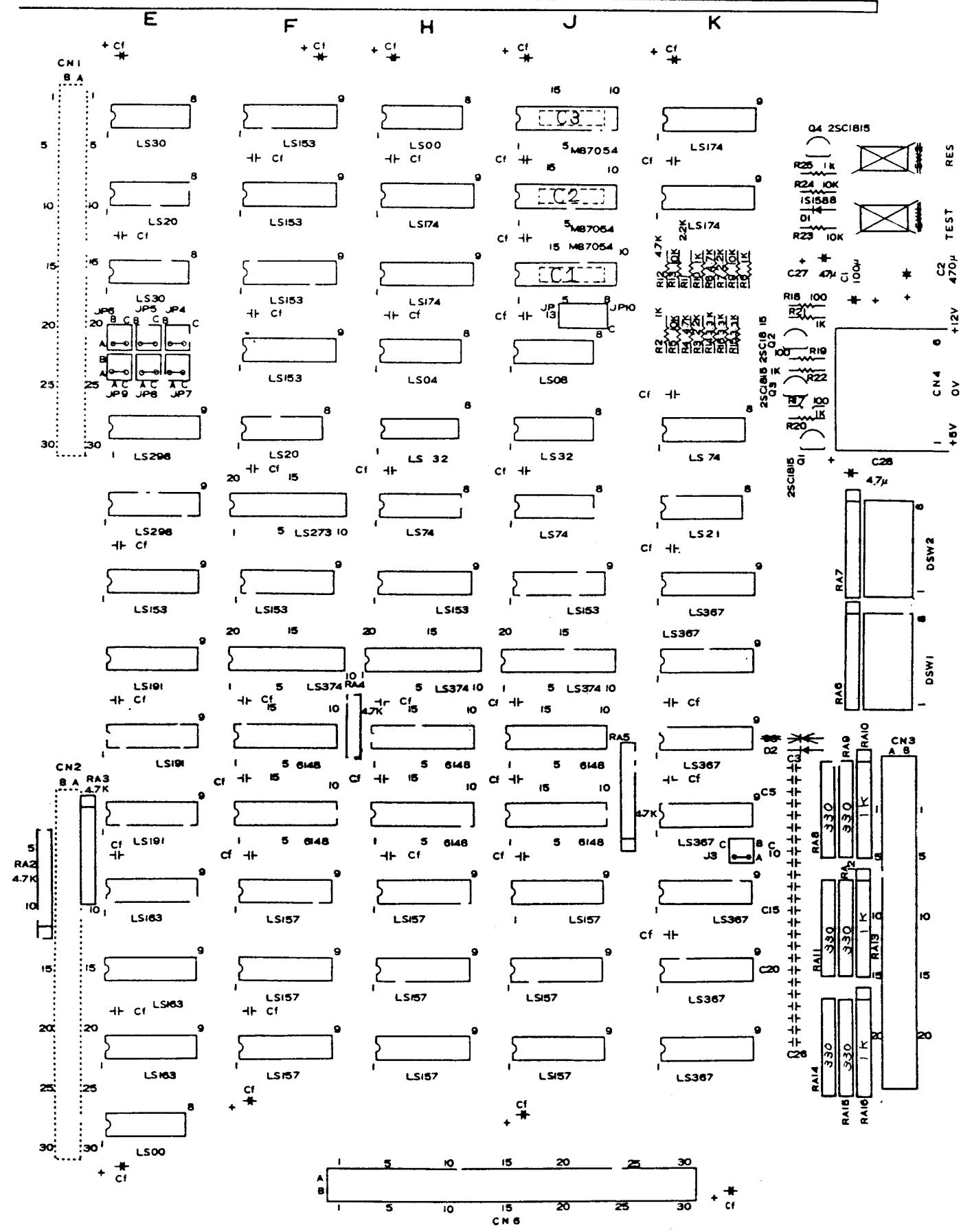
PARTS LAYOUT



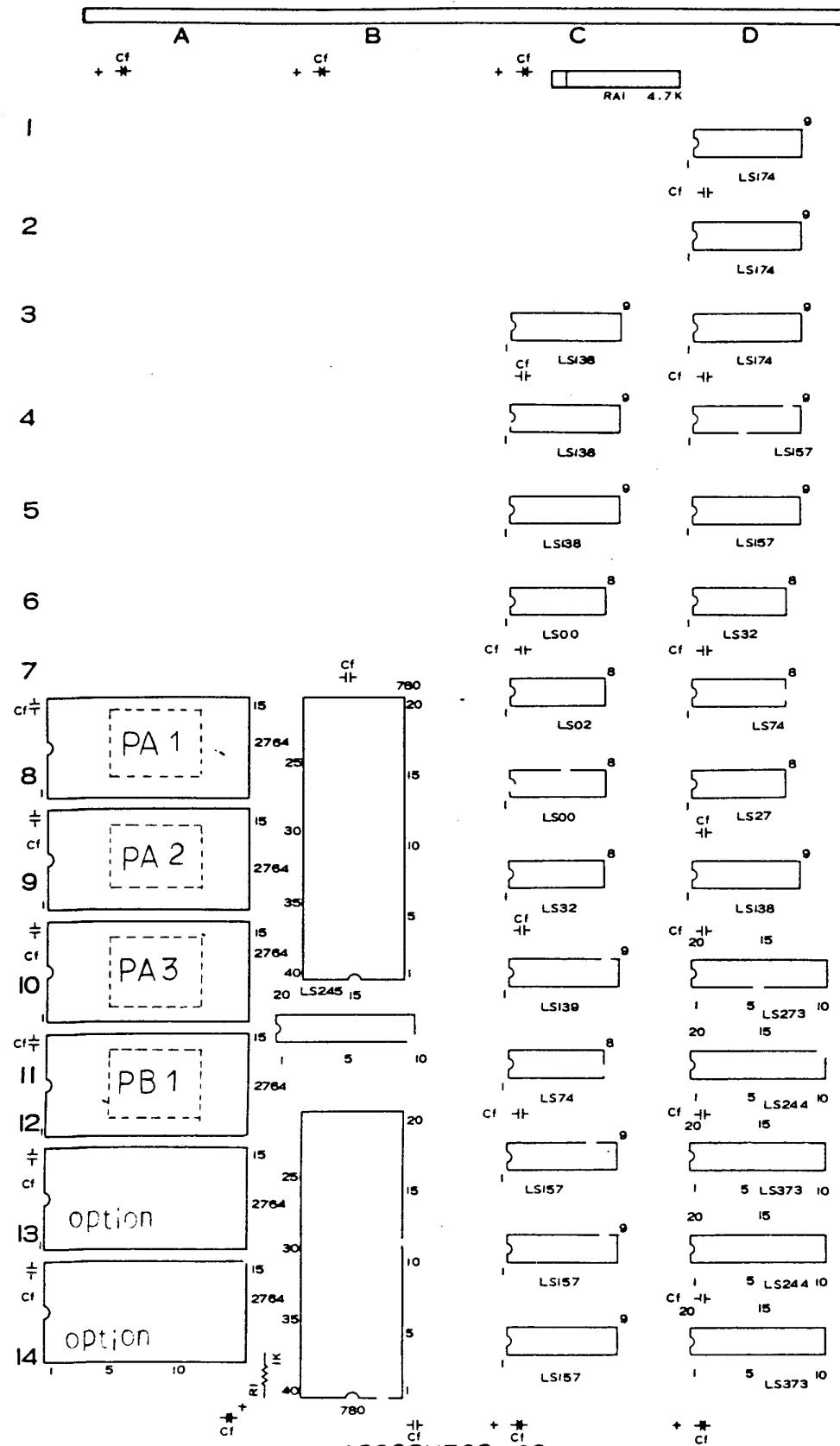
PARTS LAYOUT & NUMBER OF ROM



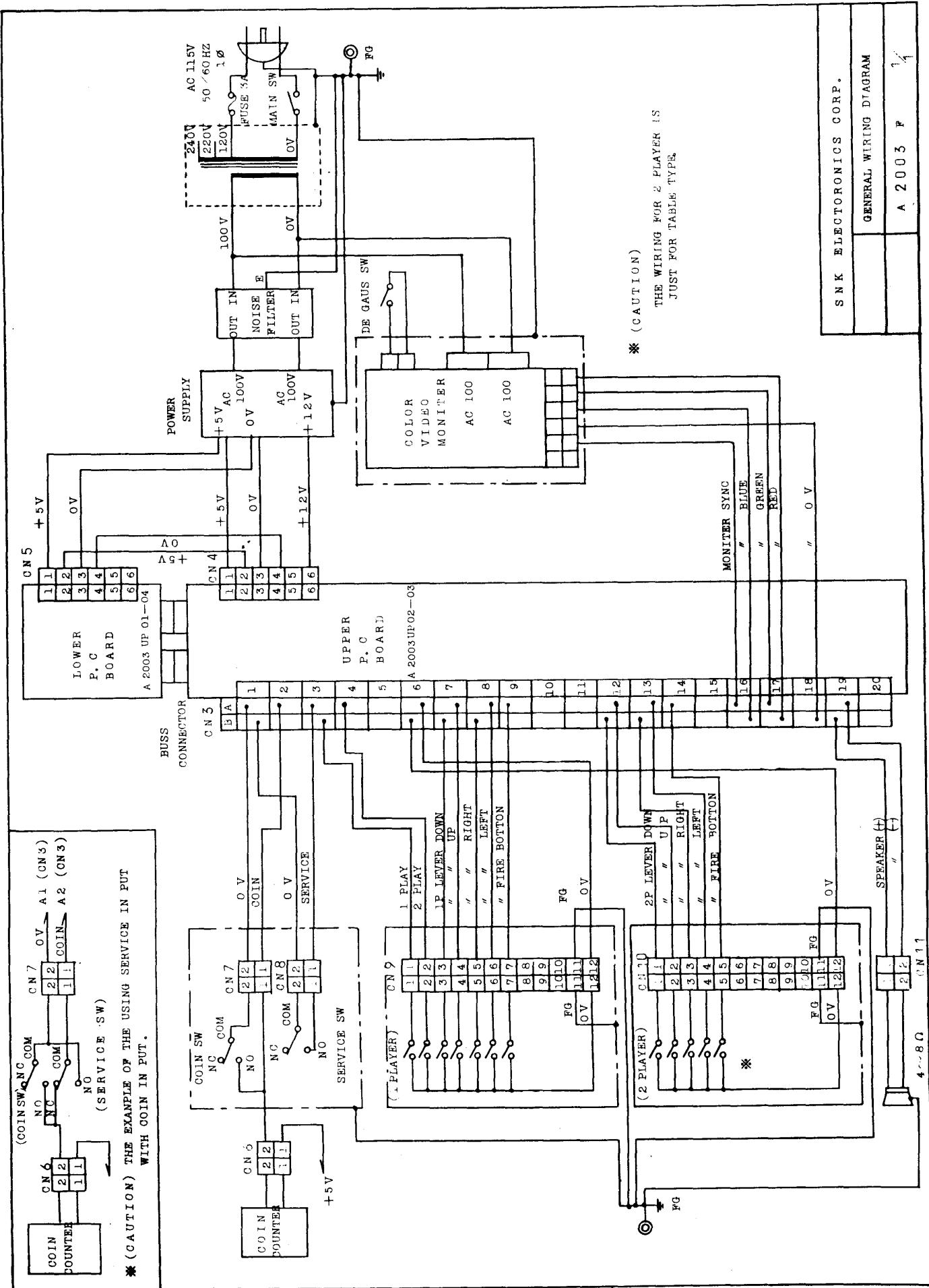
PARTS LAYOUT



PARTS LAYOUT & NUMBER OF ROM



PARTS LAYOUT



1 DC POWER SUPPLY CONNECTOR (VHR - 6N)

CN 4

PIN	SIGNAL	
1	+ 5V	RED
2	+ 5V	"
3	0 V	BLACK
4	0 V	"
5	NC	
6	+ 12V	YELLOW

CN 5

PIN	SIGNAL	
1	+ 5V	RED
2	+ 5V	"
3	0 V	BLACK
4	0 V	"
5	NC	
6	NC	

2 SIGNAL CONNECTOR (PS - D4C - 40 : JAE)

CN 3

PIN	SIGNAL		PIN	SIGNAL	
A 1	0 V		B 1	0 V	
2	COIN		2	NC	
3	SERVICE SW	NOTE 1	3	1 PLAYER SELECT	
4	2 PLAYER SELECT		4	NC	
5	NC		5	NC	
6	0 V		6	0 V	
7	1 PLAY UP		7	1 PLAY DOWN	
8	" LEFT		8	" RIGHT	
9	" FIRE		9	" PUSH 2	NOTE 3
10	NC		10	NC	
11	NC		11	NC	
12	2 PLAY UP	NOTE 2	12	2 PLAY DOWN	NOTE 2
13	" LEFT	"	13	" RIGHT	"
14	" FIRE	"	14	" PUSH 2	NOTE 3
15	NC		15	NC	
16	VIDEO SYNC		16	VIDEO BLUE	
17	" GREEN		17	" RED	
18	NC		18	" 0 V	
19	SPEAKER (-)		19	SPEAKER (+)	
20	NC		20	NC	

(NOTE 1) COIN INPUT CAN BE USED FOR SERVICE INPUT.
REFER TO WIRING DIAGRAM (A2003F).

(NOTE 2) THE WIRING FOR 2-PLAYER IS JUST FOR TABLE-TYPE.

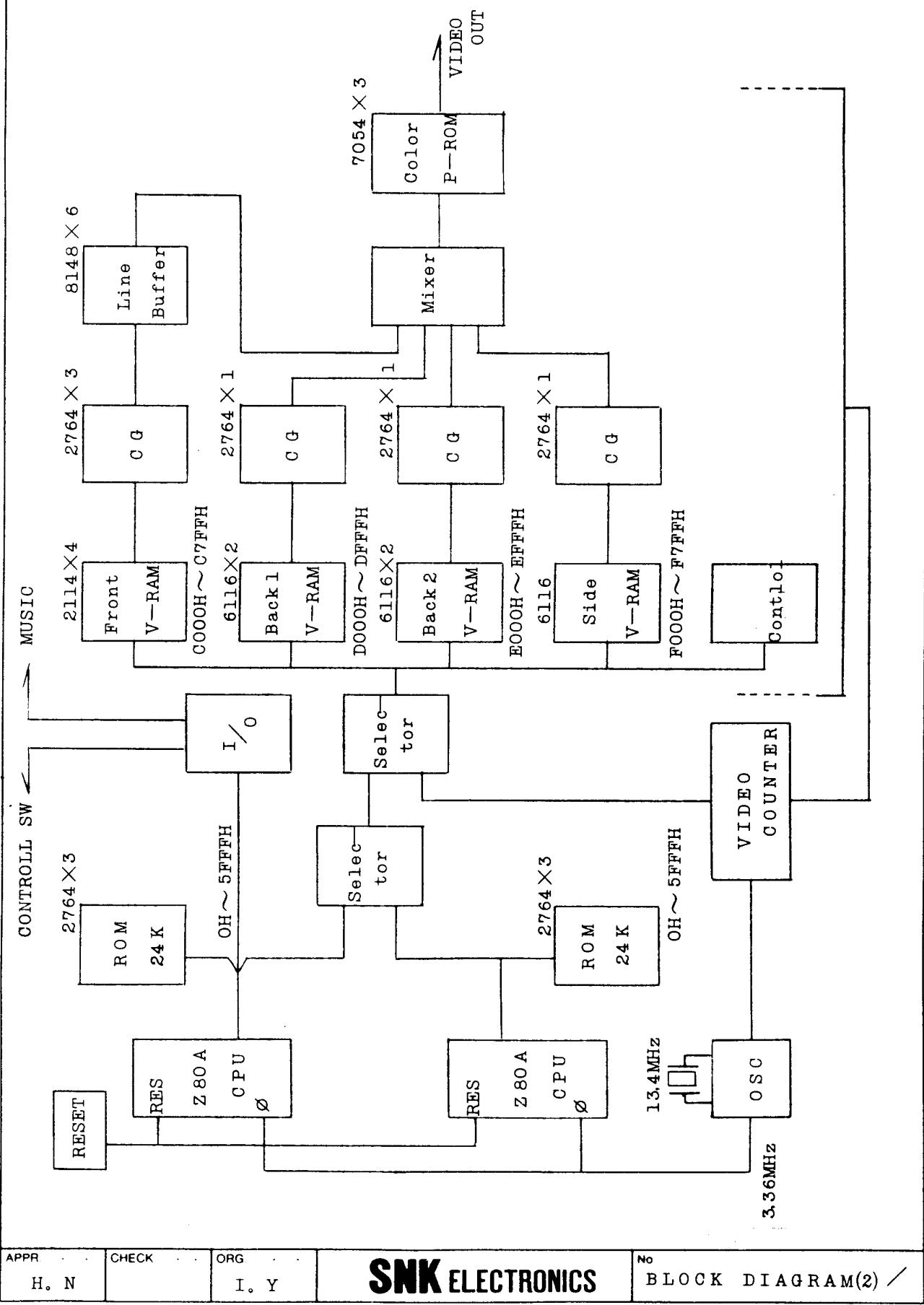
(NOTE 3) 1 PLAY PUSH 2 — EXTRA FOR THE FUTURE GAMES.
2 PLAY PUSH 2

(NOTE 4) DO NOT USE EMPTY PINS.

(NOTE 5) THE SPECIFICATION ON COIN COUNTER IS +5V POWER USED ONLY.
THE CALCULATING SPEED 600 COUNTS/M. (duty 50%)

APPR	CHECK	ORG	SNK ELECTRONICS	No. /
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BLOCK DIAGRAM — MAIN BOARD



APPR.

CHECK

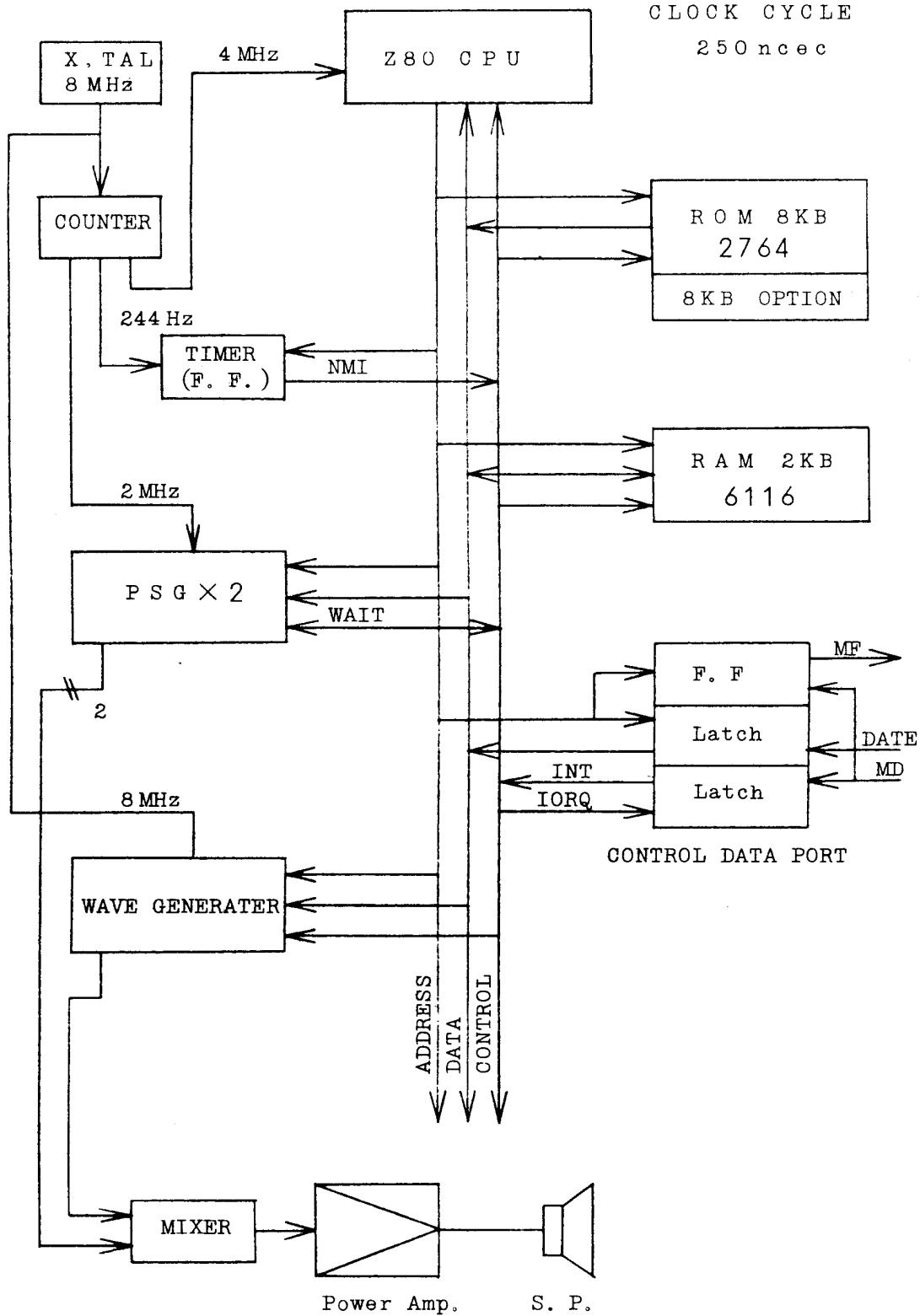
ORG.

SNK ELECTRONICS

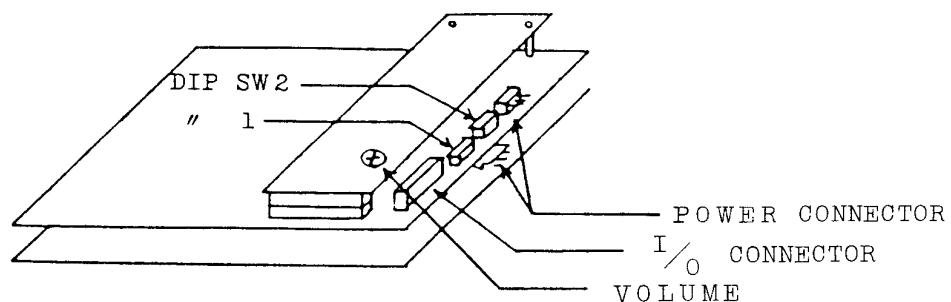
No. BLOCK DIAGRAM(2) /

BLOCK DIAGRAM—SOUND BOARD

CLOCK CYCLE
250 nsec



1 INSTRUCTION ON MAIN P. C. BOARD



2 DIP SW SETTINGS

2-1 DIP SW 1

SW No.	8	7	6	5	4	3	2	1
NUMBER OF PLAY 1					OFF	ON	ON	
" 2					OFF	ON	OFF	
" 3					OFF	OFF	ON	
" 5					OFF	OFF	OFF	
PLAY CAN BE CONTINUED					ON			
COIN/PLAY 1/1	OFF	ON	ON	ON				
" 1/2	OFF	ON	ON	OFF				
" 1/3	OFF	ON	OFF	ON				
" 1/5	OFF	ON	OFF	OFF				
" 1/6	OFF	OFF	ON	ON				
" 2/1	OFF	OFF	ON	OFF				
" 3/1	OFF	OFF	OFF	ON				
" 5/1	OFF	OFF	OFF	OFF				
FREE PLAY	ON							
SCREEN STOP	ON							

2-2 DIP SW 2

SW No.	8	7	6	5	4	3	2	1
1st BONUS 10000					ON	ON	ON	
" 20000					ON	ON	OFF	
" 30000					ON	OFF	ON	
" 40000					ON	OFF	OFF	
" 50000					OFF	ON	ON	
" 60000					OFF	ON	OFF	
" 70000					OFF	OFF	ON	
" 80000					OFF	OFF	OFF	
2nd BONUS NO USED				ON	ON			
" +1st BONUS				ON	OFF			
" +1st×2				OFF	ON			
" +1st×3				OFF	OFF			
MUSIC IN ATTRACT MODE				OFF				
TABLE		OFF						
SWITCH THE SCREEN	OFF							

THE EXAMPLE OF 2ND BONUS:

1st BONUS = 30000

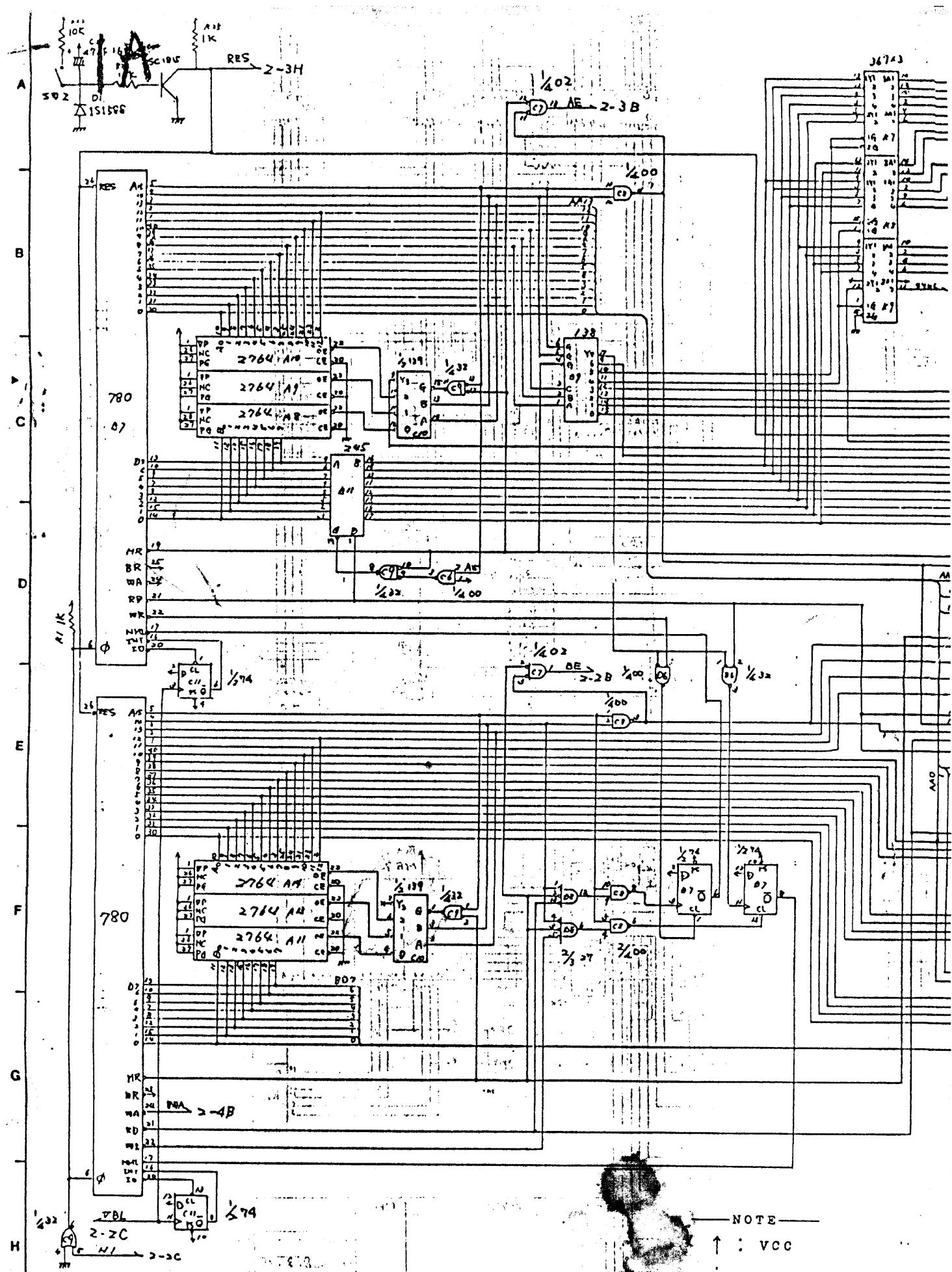
2nd BONUS = 1st × 2

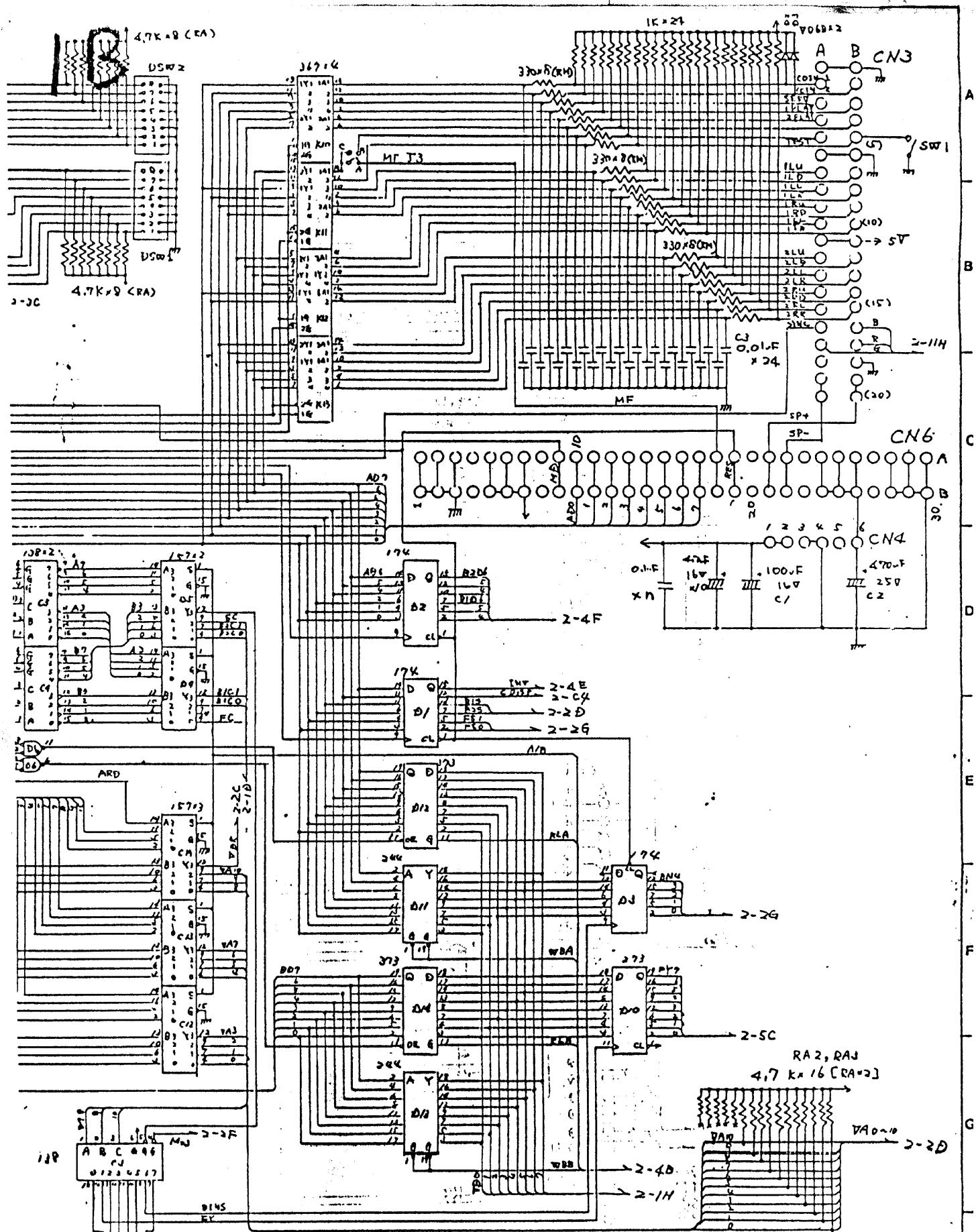
2nd BONUS POINT = 1st + 1st × 2

= 30000 + 30000 × 2 = 90000

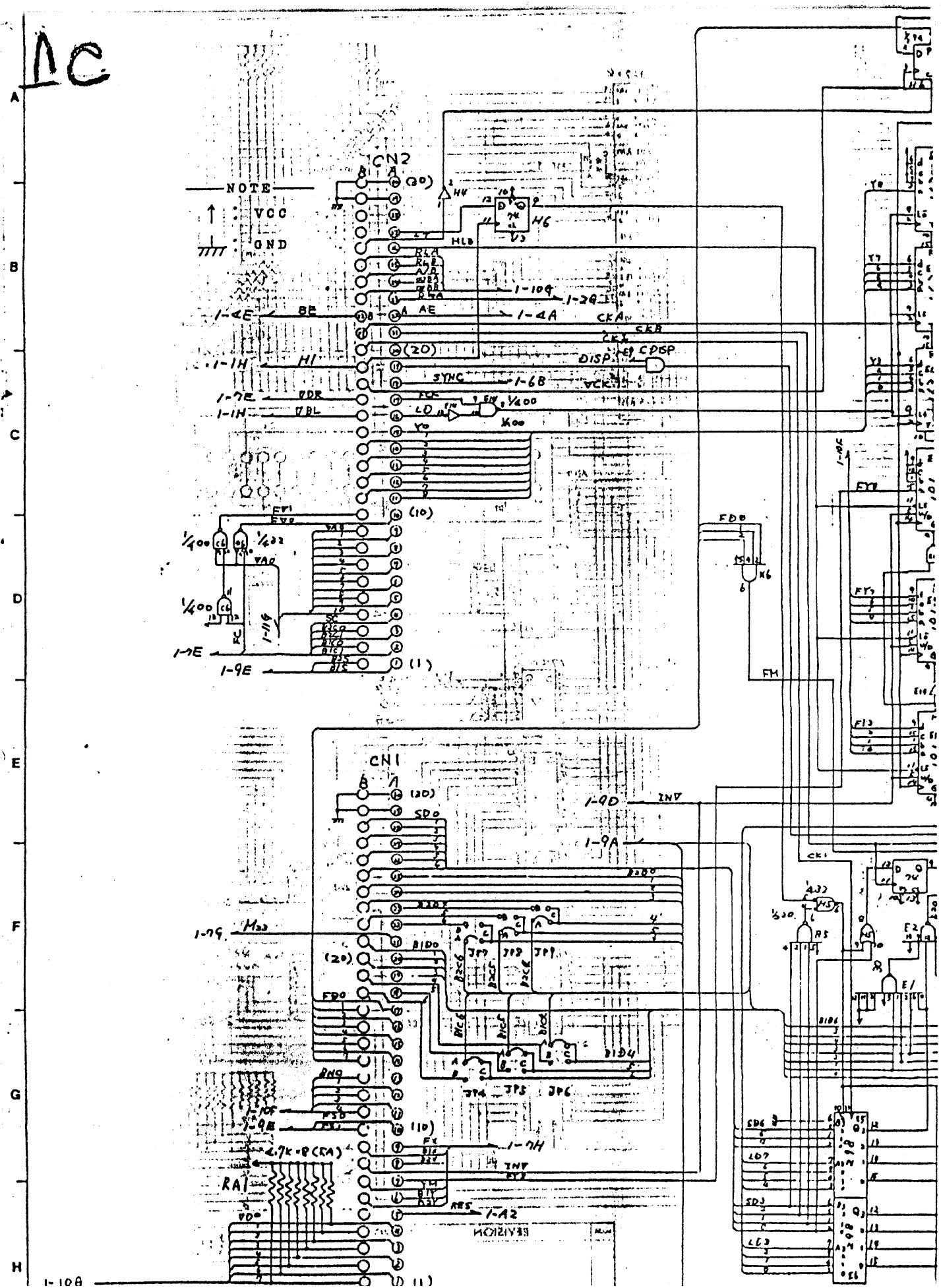
SWITCH THE SCREEN

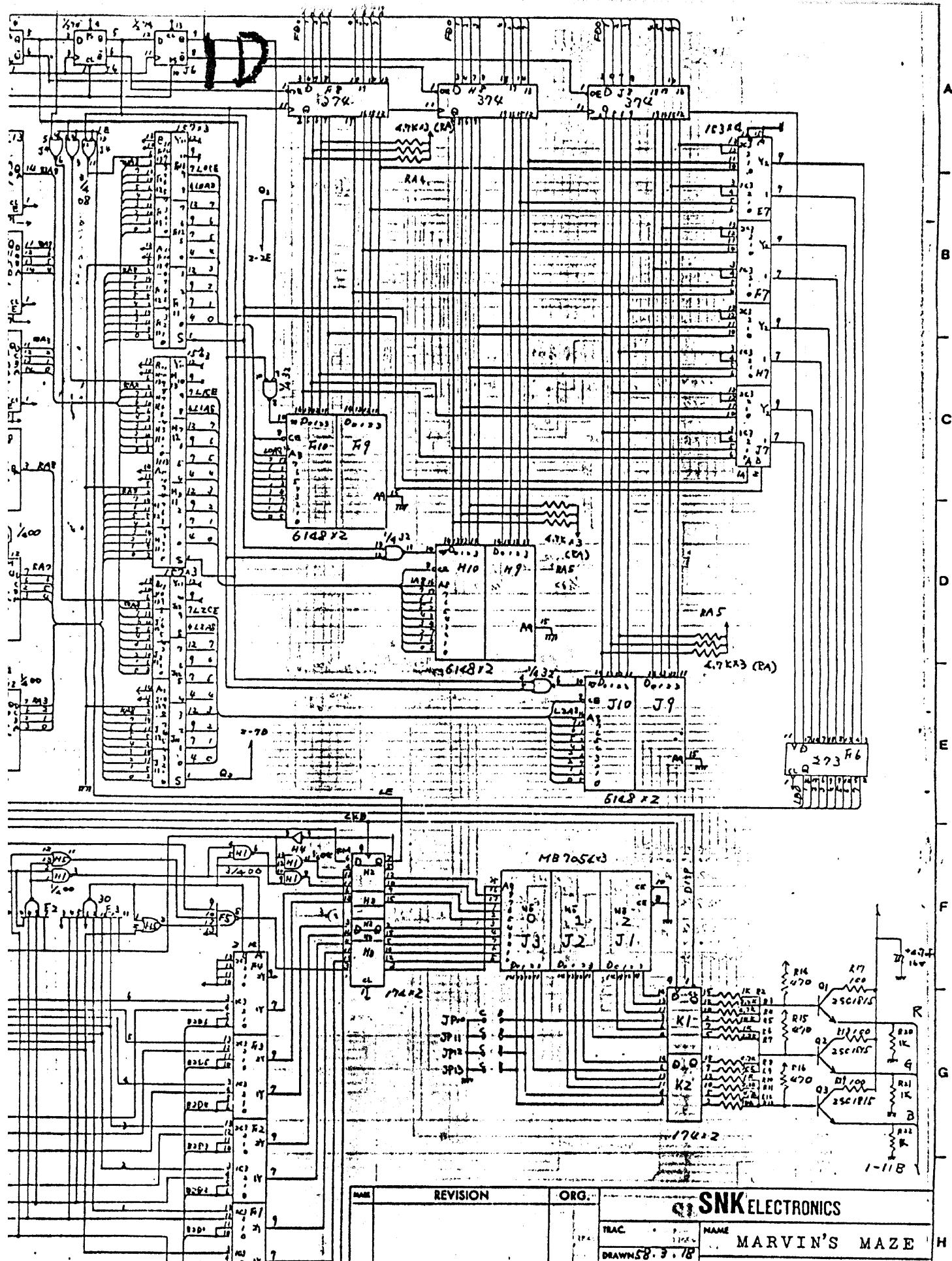
WHEN THE DIRECTION OF PLAYER 1 IS
INCORRECT, USE "ON".



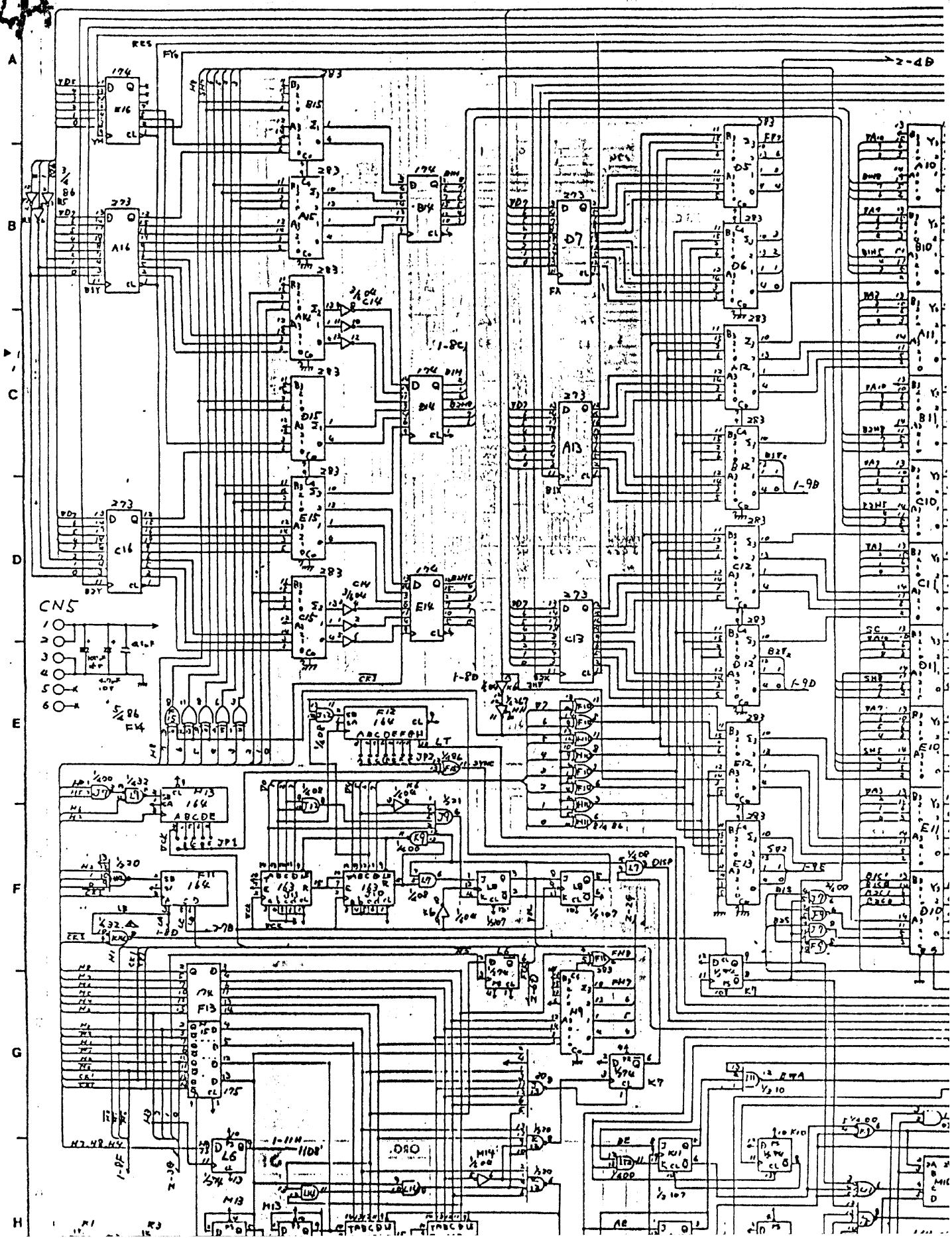


NAME	REVISION	ORG.	NAME	ORG.
TRAC			MARV TN'S	MAZER

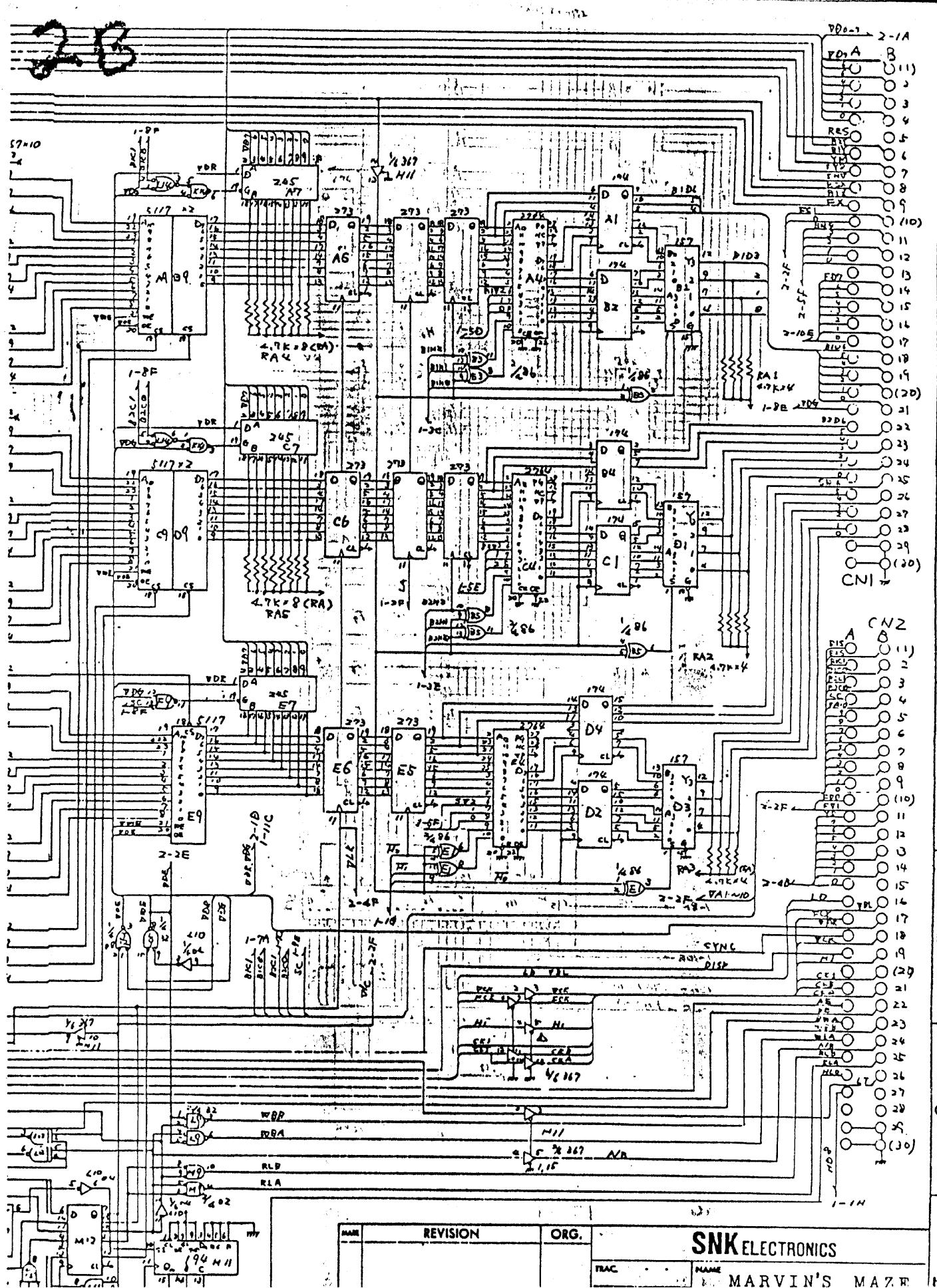


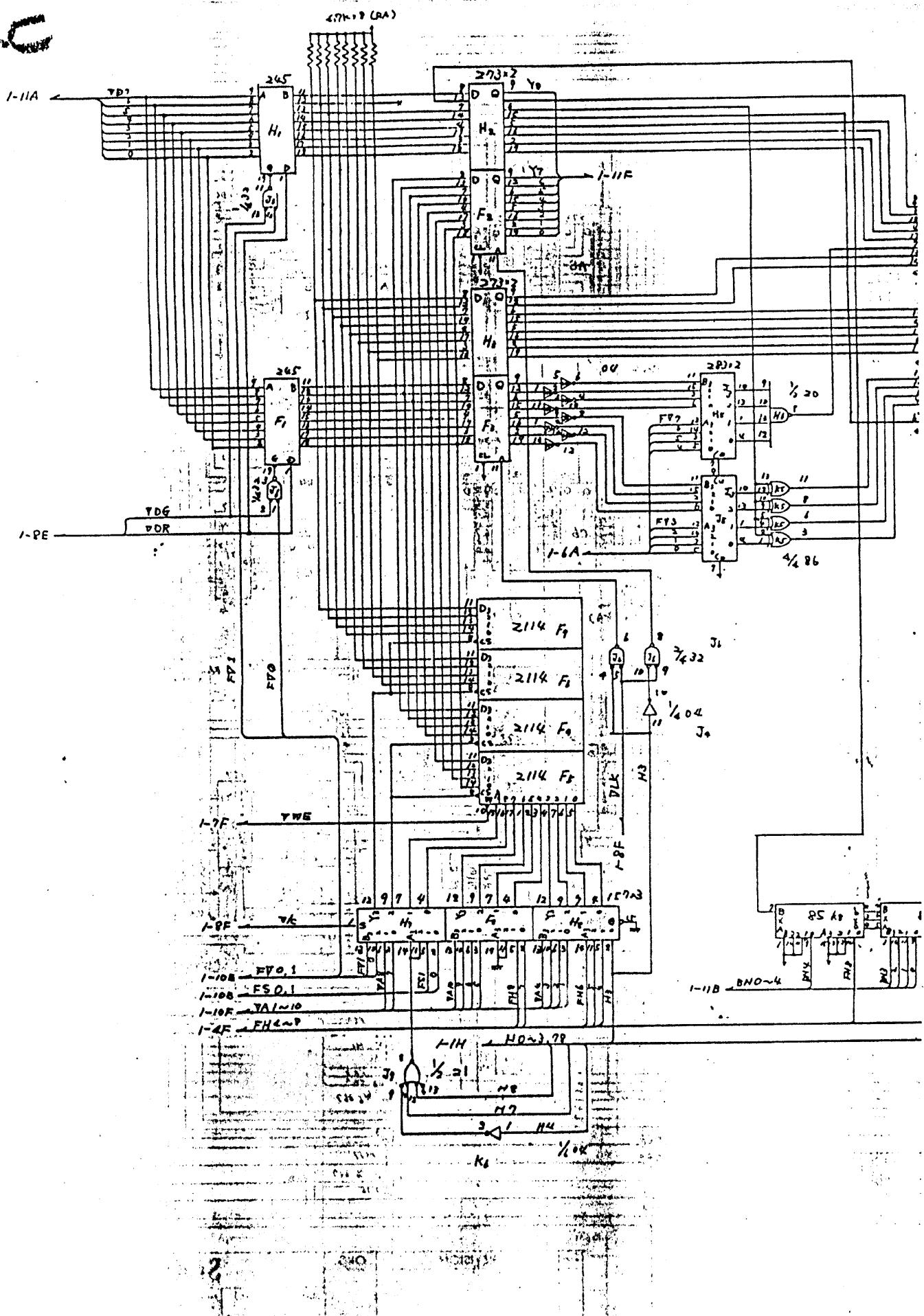


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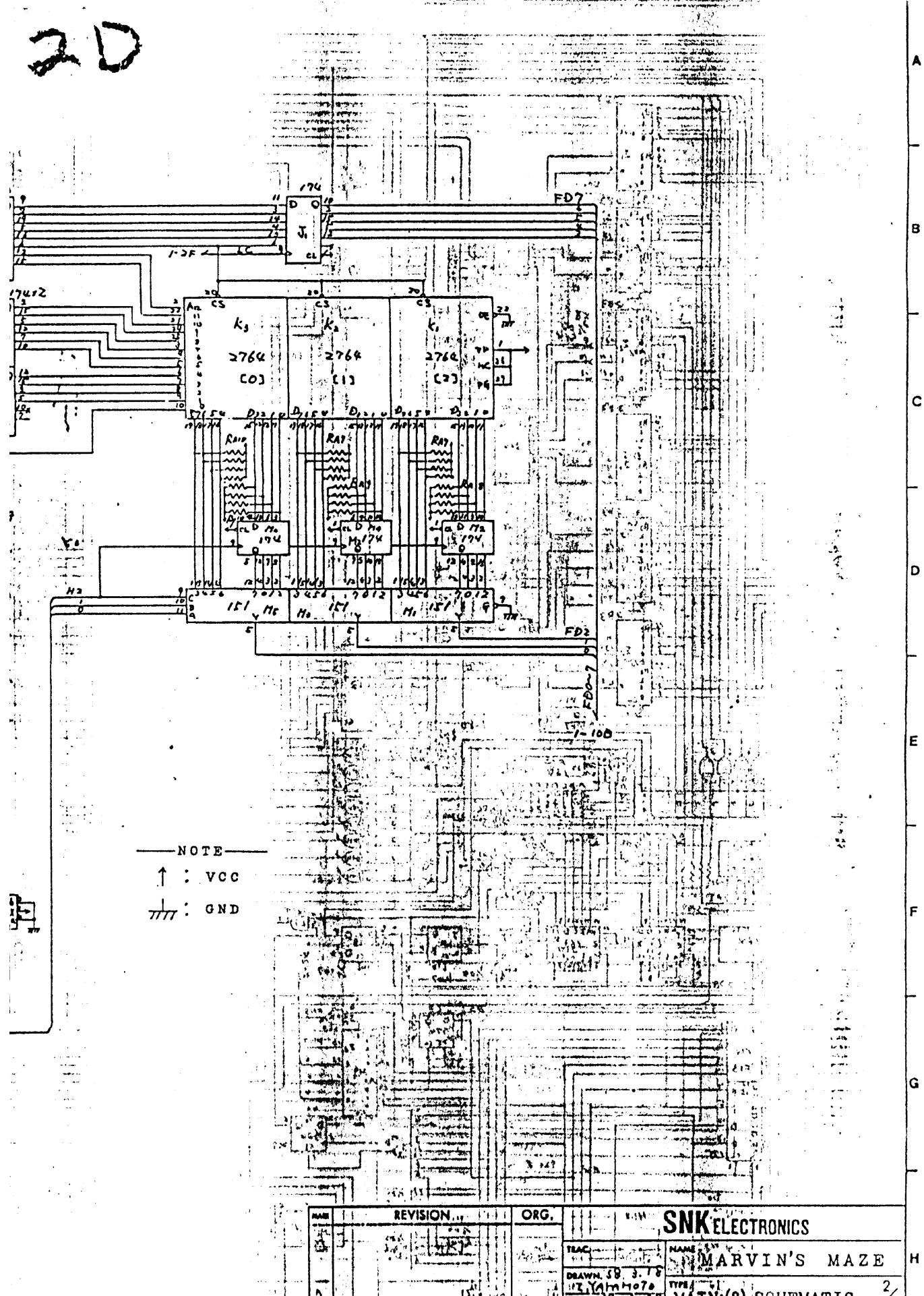


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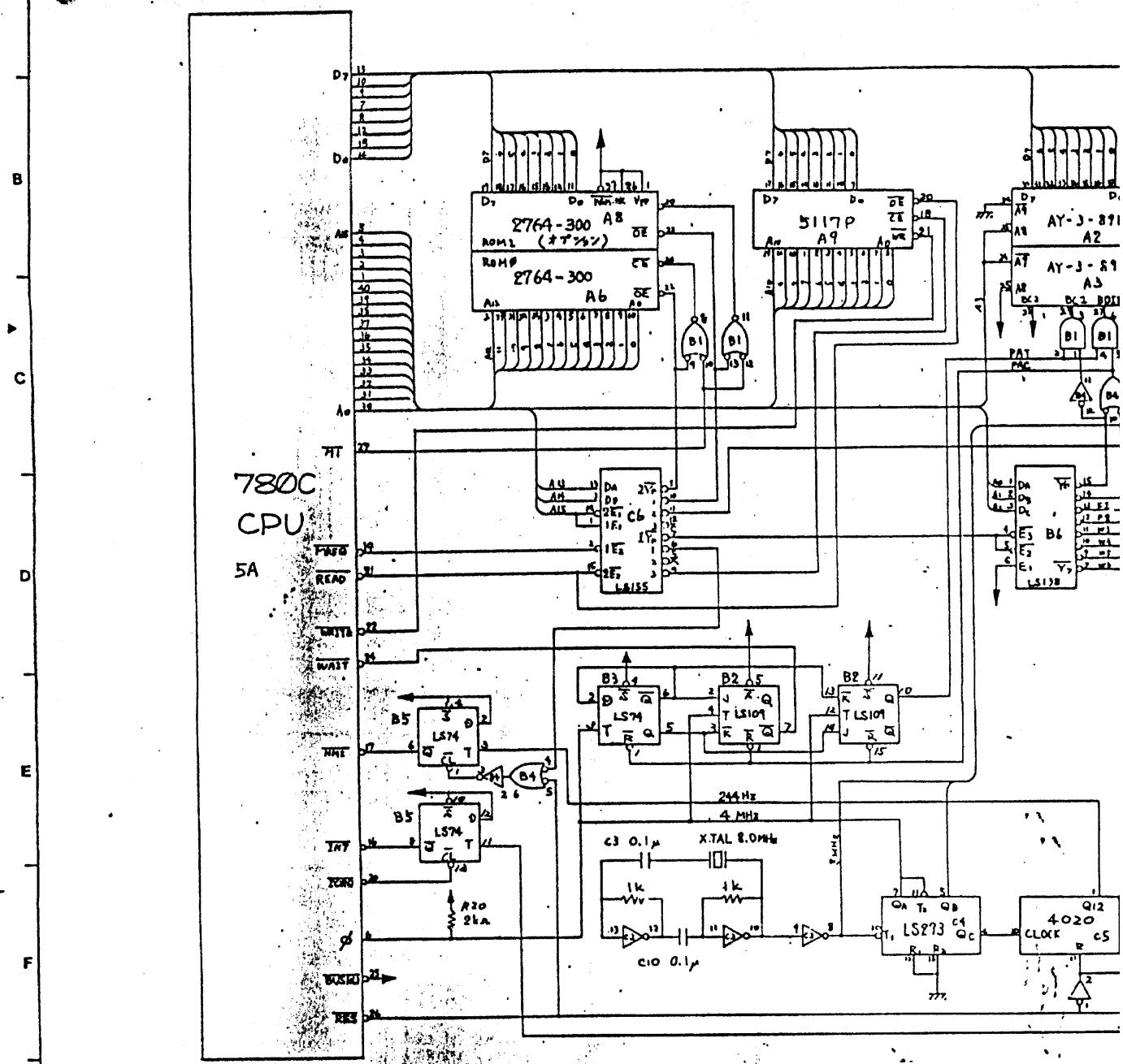




2D

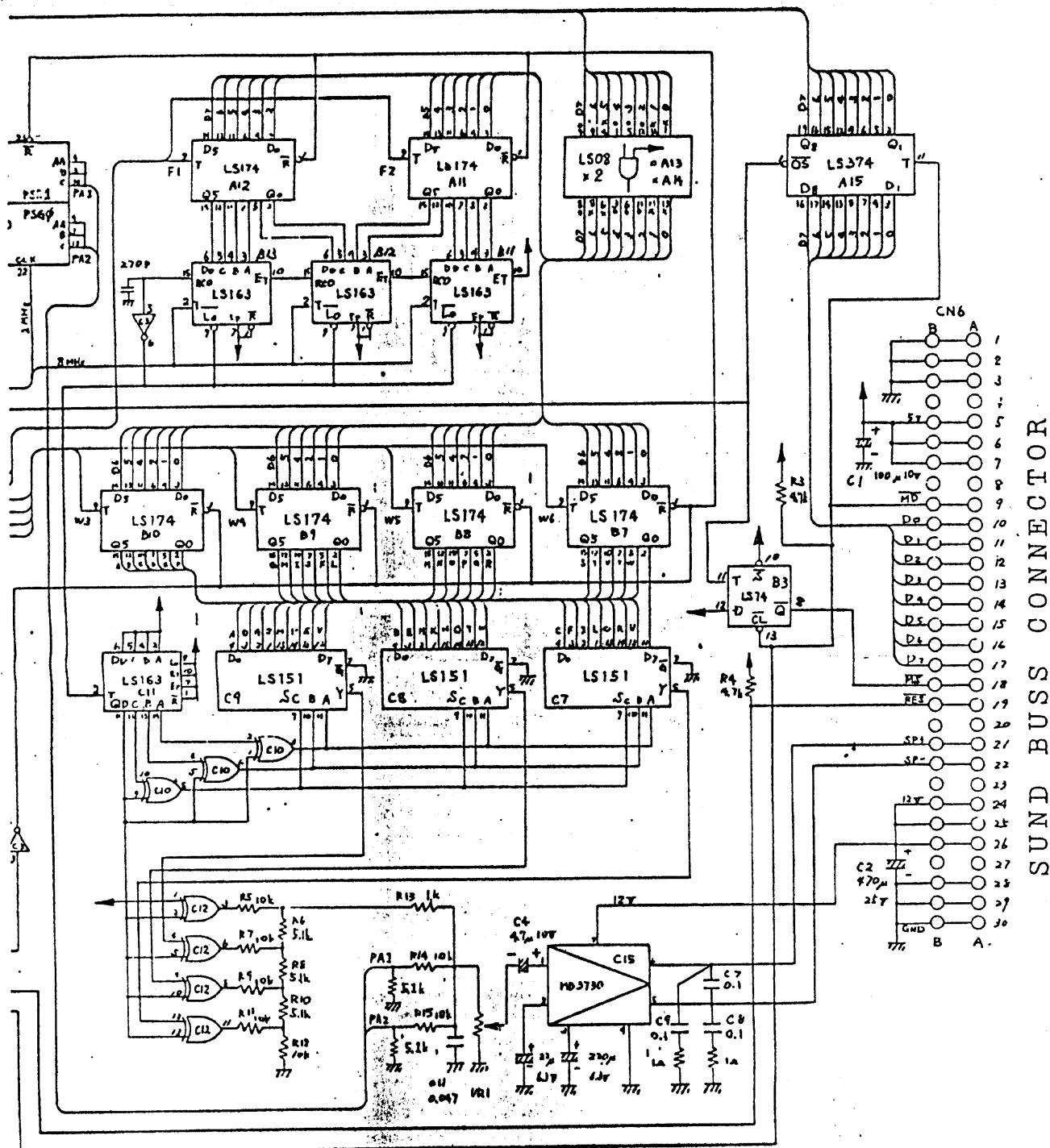


3A



	VCC	GND
780C CPU	11	29
2764 ROM	28	14
5117 RAM	24	12
AY-3-8910 PSG	40	1
4020 ↔ 4040	16	8

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SUND BUSS CONNECTOR

NAME	REVISION	ORG.	SNK ELECTRONICS
			NAME <u>MARVIN'S MAZE</u> TYPE <u>SOUND SCHEMATIC</u> DRAWN <u>83.3.15</u> <u>KUSUKI</u> CHECKED <u>83.3.18</u> <u>KUSUKI</u> <u>SHIMADA</u> APPRO <u>83.3.18</u> <u>H. NUNOGAWA</u>
			DATA NO. <u>A 2003 UC 03-01</u>